

GAME BOY ADVANCE

AGB-BCCE-USA

# NICKTOONS™

## Freeze Frame Frenzy



INSTRUCTION BOOKLET

THQ



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

[Instruction Manual] © 2004 THQ Inc. © 2004 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Rocket Power, Invader Zim, My Life as a Teenage Robot, Tak and the Power of Juju, The Fairly OddParents, Hey Arnold!, Danny Phantom, SpongeBob SquarePants, The Wild Thornberrys, Rugrats and The Adventures of Jimmy Neutron Boy Genius and all related titles, logos, and characters are trademarks of Viacom International Inc. Developed by Altron Corporation. Altron and its logo are trademarks and/or registered trademarks of Altron Corporation. The Fairly OddParents and Danny Phantom created by Butch Hartman. SpongeBob SquarePants created by Stephen Hillenburg. Rocket Power, Rugrats and The Wild Thornberrys created by Klasky Csupo, Inc. Hey Arnold! created by Craig Bartlett. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

#### Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



# CONTENTS

Getting Started	2
Control Summary	3
Gameplay Screen	4
Game Loading	5
Main Menu	6
Main Game	8
Pause Screen	9
Saving the Game	9
Obstacles and Pick-Ups	10
Credits	11
Limited Warranty	14





# GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Nicktoons™ Freeze Frame Frenzy into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The menu screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



# CONTROL SUMMARY

## Menu / Interface Controls

### BUTTON

#### START

Control Pad UP or DOWN

Control Pad LEFT or RIGHT

A Button

B Button

### EFFECTS

Game Start

Moves cursor Up or Down

Moves cursor Left or Right

Choose

Cancel/Back

## Driving Controls

### BUTTON

#### START

Control Pad LEFT or RIGHT

A Button

B Button

L Button

R Button

### EFFECTS

Pause

Walk

Jump

Run/Center Viewfinder on Player

Use Flash/Charge Flash

Take Picture

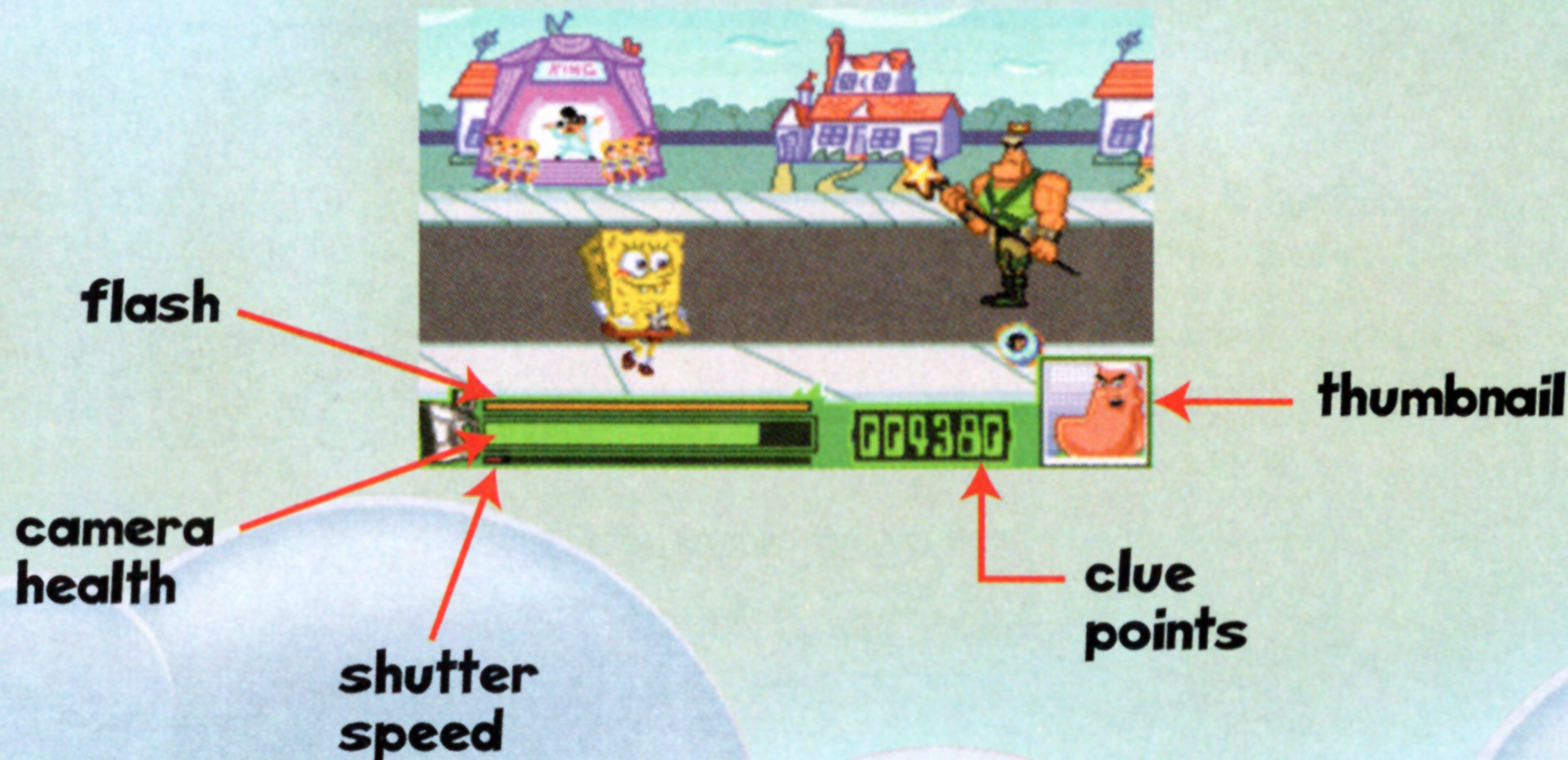




# GAMEPLAY SCREEN

## WORLD

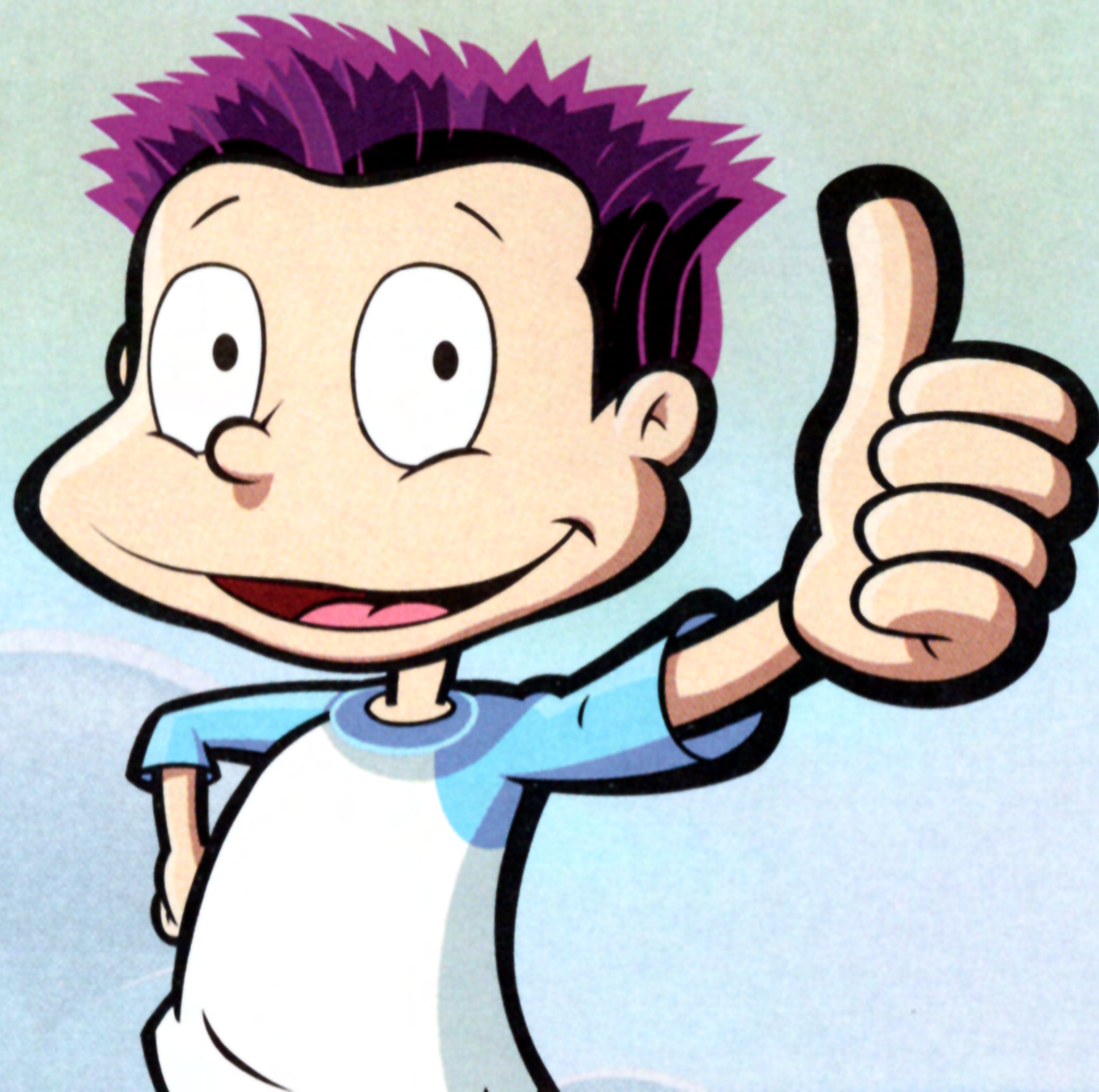
The Nickelodeon worlds are in trouble!!! Characters have been misplaced from the different Nickelodeon worlds and Jimmy Neutron needs your help to sort them out. With the help of Nickelodeon's all-star characters, it's up to you to help Jimmy Neutron investigate what's going on and put a stop to all this mischief.





# GAME LOADING

From the title screen, press **START** to view the Game Load menu. Here you can start a new game or load a saved game.





# MAIN MENU

Title Screen:



Main Menu:





Once you've started a new game or loaded a saved one, you are at the Main Menu. From here you can select from the following options:

- |                      |   |
|----------------------|---|
| <b>Main Game</b>     | Take your Hero and enter one of the Nickelodeon Worlds. See page 8 for more details.                                      |
| <b>Photo Album</b>   | View snapshots of the characters you've photographed. Can you collect everything?   |
| <b>Score Ranking</b> | View the scores earned by the different characters in the different worlds.   |
| <b>Options</b>       | Turn the music and sound effects ON or OFF, view the Ending (once unlocked), or play samples of Music and Sound Effects . |



# MAIN GAME



Once you select Main Game, you will have to select the world you wish to visit and the character you wish to play as. Each of the characters is rated for jump power, walking speed, endurance, and flash gauge-charging speed.

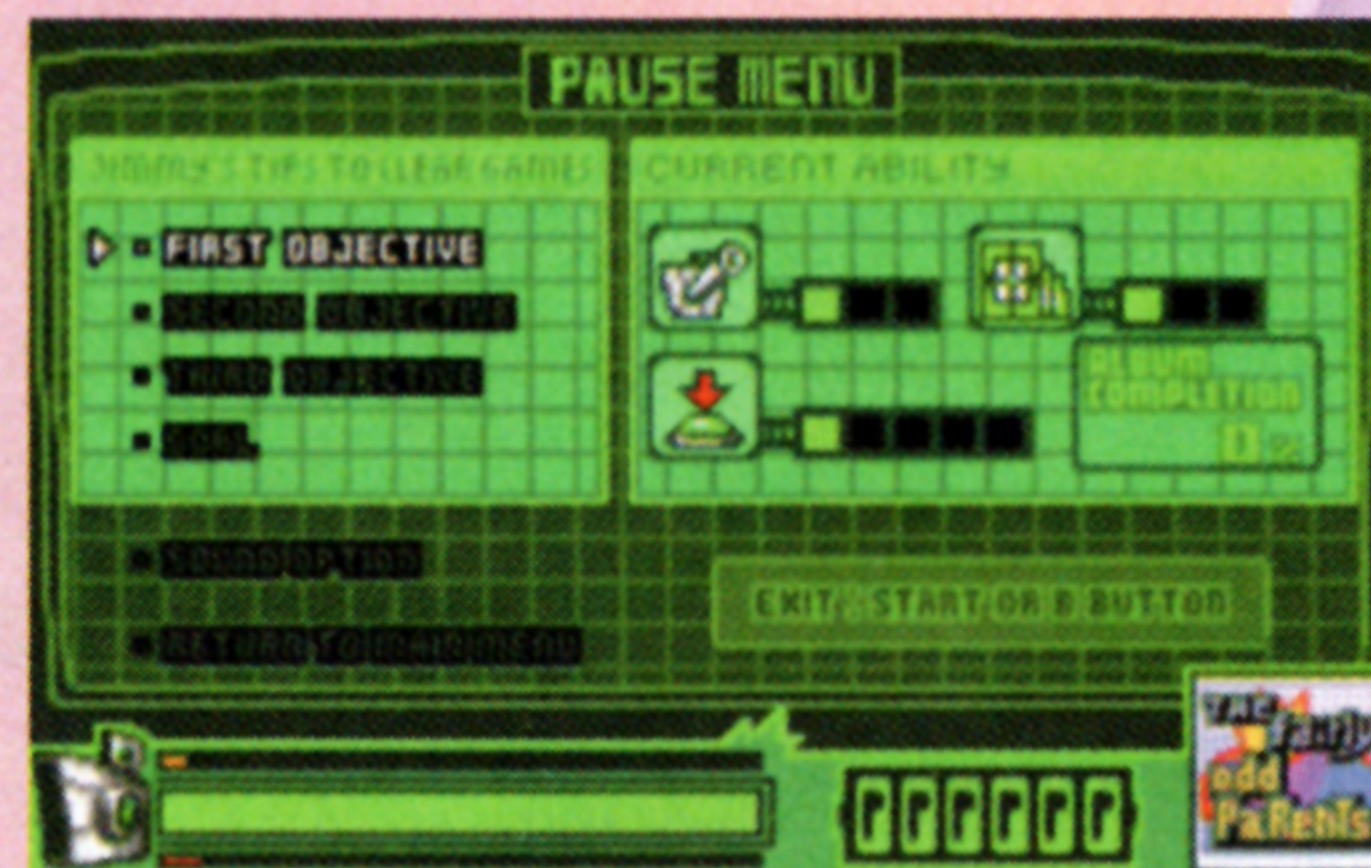


Once you are in a level, you've got three objectives. First, you have to find all of the Misplaced Characters, take their pictures and reach the required Goal Points. Before you enter a level, Jimmy Neutron will tell you how many Goal Points you need to complete the level.



# PAUSE SCREEN

Pressing **START** from the game screen will pause your game. From the Pause Screen, you can see your current objectives and the pick-ups you've collected.



# SAVING THE GAME

The game automatically saves unlocked characters and area scores after completing an area. The world must be completely finished in order for the game progress to be saved.



# OBSTACLES AND PICK-UPS

**Mechanical Nuts:** Watch out for the mechanical nuts that roll in from the right-hand side of the screen. If they touch you, they will damage your camera. You can either jump over them, or you can take a picture of them to remove them from the screen.

When you find **Misplaced Characters**, take a picture of them to help send them back to their proper homes. You'll know you've sent them home when they disappear in a "puff" of smoke.

## Pick-Ups

**Heart:** These small hearts return a small portion of your health.

**Faster Shutter:** These allow you to take pictures faster, without having to wait as long for your camera to recharge.

**Faster Viewfinder:** This allows your viewfinder to move around faster.

**Wide-Angle Lens:** This allows your viewfinder to cover a wider area.





# CREDITS

## Altron

Executive Producer ..... Masao Kuwabara

Producer & Project Manager ..... Yusuke Sato

Programmers ..... Masahiro Horiguchi  
Yoshio Umemoto

Graphic Designers ..... Yusuke Sato  
Yuhel Fujita  
Yotaro Doi  
Hidekazu Komori  
Marika Tanimoto

Sound Artist ..... Tomoyoshi Sato

## THQ Inc.

Project Manager ..... Mark Morris

Creative Manager ..... Stephen Jarrett

Technical Manager ..... Peter Andrew

Licenser Manager ..... Stephanie Wise

Project Coordinator ..... Colin Totman

Director, Project Management ..... Duncan Kershaw

Vice President, Product Development ..... Philip Holt

Director, Quality Assurance ..... Monica Vallejo

Test Supervisor ..... David Saplenza

Test Lead ..... Christopher Goo

Testers ..... Jake Jarvi  
Chris Shanks  
Lukas Weyandt

First Party Supervisor ..... Evan Icenbice

First Party Specialists ..... Adam Affrunti  
Joel Dagang





QA Technical Supervisor ..... Mario Walbel

QA Technicians ..... James Krenz  
Brian McElroy

Mastering Lab Technicians ..... Charles Batarse  
Glen Peters  
Jon Katz

Database Applications Engineer ..... Jason Roberts

Game Evaluation Team ..... Sean C. Haffron  
Scott Frazier  
Matt Elzie

Senior Vice President, Worldwide Marketing ... Peter Dille

Director, Global Brand Management ..... John Ardall

Senior Product Manager ..... Danielle Conte

Product Manager ..... Paul Naftalis

Director, Creative Services ..... Howard Liebeskind

Creative Services Manager ..... Kirk Somdal

**12** Creative Services Coordinator .... Melissa Dongas

Director, Media Relations ..... Liz Pierl

Senior Media Relations Manager ..... Jennifer Campana

Instruction Manual ..... Keith Kolmos

Package and Manual Design ..... Chad Stroven  
Beeline Group

Special Thanks ..... Brian Farrell  
Jack Sorensen  
Tiffany Ternan  
Germaine Gioia  
Leslie Brown  
Brandy Carrillo  
Amy Bernardino  
Tami Averna  
Jenni Carlson  
Jenae Pash  
Keith Kraegel



## Nickelodeon Interactive

SVP of Media Products .....Steve Youngwood

Director of Interactive  
Production & Marketing .....Stacey Lane

Coordinator of Interactive  
Production & Marketing .....Jack Daley

Creative Director  
Nickelodeon Creative Resources .....Tim Blankley

Senior Designer of Interactive  
Nickelodeon Creative Resources .....Rob Lemon

Nickelodeon would like to thank: .....Giuseppe Bianco  
Lalgh Anne Brodsky  
Eric Coleman  
Steve Crespo  
Sergio Cuan  
Jaime Dichtenberg  
Russell Hicks  
Rico Hill  
Deb Krassner  
Paul McMahon  
Linnette Pastori  
Piero Piluso  
Miles Rohan

Joe Sandbrook  
Brian Smith  
Eric Squires  
Lori Szuchman  
Geoff Todebush  
Stavit Young  
Chezza Zoeller

Stephen Hillenburg .....SpongeBob SquarePants

Butch Hartman .....FOP & Danny Phantom

Steve Oedekerk & John A. Davis .....Jimmy Neutron

Klasky Csupo .....Rocket Power  
Rugrats  
Wild Thornberrys

Jhonen Vasquez .....Invader Zim

Craig Barlett .....Hey Arnold!

Rob Renzetti .....My Life as a Teenage Robot

John Blackburn .....Tak



# LIMITED WARRANTY

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32169**. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301



THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

#### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

#### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

#### **Warning**

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.





Only in  
Theaters!



Stephen Hillenburg



Comic Mischief  
Mild Cartoon Violence



GAME BOY ADVANCE  
[www.spongebobmoviegame.com](http://www.spongebobmoviegame.com)

[www.nick.com](http://www.nick.com)

**THQ**  
[www.thq.com](http://www.thq.com)

© 2004 THQ Inc. © 2004 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

PRINTED IN USA  
104639